Mammoth Scarab

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	1 (-5)	10 (+0)	5 (-3)

Damage Resistances fire, lightning
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages –
Challenge 8 (3,900 XP)

Burrowing Charge. If the scarab burrows at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 26 (4d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Desert Camouflage. The scarab has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

Siege Monster. The scarab deals double damage to objects and structures.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) bludgeoning damage.

Wing Flutter (Recharge 6). The scarab beats its wings. Each creature within 30 feet of the scarab must succeed on a DC 17 Constitution saving throw or be blinded until the end of their next turn. The scarab can then make a gore attack against a creature within reach.

Mammoth Scarab

The harsh heat of the desert has few apex predators. Rocs or blue dragons can be seen circling in the sky, so many turn their eyes upwards when traversing the sands. But sometimes it would be wiser to keep one's eyes to the sand. The mammoth scarab is a gigantic predatory insect that mostly spends its time waiting for its prey. It finds a spot in the desert that has recently been travelled and burrows to the ground to wait, disguising itself as a strangely formed dune. Then it waits until a something large enough, such as a traveling caravan, comes close enough for it to ambush. Mammoth scarabs have enormous horns on their head, which makes them look like giant fighting beetles. They are flightless but have retained their wings and can use their wings defensively, fluttering them to throw sand and dust around them to distract its enemies.

Living Warmachines. Although inherently dangerous to anyone around them, mammoth scarabs are relatively easy to control, so at times they can be seen used as powerful but unreliable battering rams by orcish or goblinoid armies. Their durable, but lightweight carapace is sometimes used for protective barriers, and it's an especially sought after material for magical laboratories, thanks to its potent insulating capabilities.

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